



**BRIEF DESCRIPTION OF AGRUMENTS TO BE PRESENTED:**

Claims have been presented in a form which is believed to be more preferred by the Examiner. It is respectfully requested that the Examiner withdraw the rejection under 35 U.S.C. 112. Claim 1 has been amended to incorporate the features of claim 16.

In the Office Action, the Examiner has alleged that the “game device for a flat play session” described in *Walker’163* can be combined with the “database driven online distributed tournament system” described in *Walker’486* to teach the claimed invention.

Contrary to the Examiner’s assertion, it is respectfully submitted that *Walker’163* does not teach: determining a duration a player may play in a tournament based on the identifier associated with a game card. Accordingly, it is respectfully submitted that claims 1 and 21 are patentable over *Walker’163* for this additional reason.

Furthermore, it is respectfully submitted that *Walker’486* does not teach or suggest: enabling the first gaming unit for play in a tournament by at least loading gaming software to the first gaming unit in order to configure the first unit to play in the tournament.

An interview was conducted on the above-identified application on .

\*Note: This form should be completed by applicant and submitted to the examiner in advance of the interview (see MPEP §713.01). This application will not be delayed from issue because of applicant’s failure to submit a written record of this interview. Therefore, applicant is advised to file a statement of the substance of this interview (37 C.F.R. 1.33(b)) as soon as possible.

\_\_\_\_\_  
(Applicant/Applicant’s Representative)  
Signature)

\_\_\_\_\_  
(Examiner/SPE Signature)

1. (Currently Amended) A computer-implemented gaming method, comprising:

- receiving an identifier from a first gaming unit selected by a player to play in a tournament, wherein the identifier is associated with a tournament game card, wherein the tournament game card is provided to ~~[[a]]~~ the player in response to paying a fee;
- determining whether the identifier received from the first gaming unit is authentic;
- determining a duration the player may play in a tournament based on the identifier if the identifier is determined to be authentic;
- enabling the first gaming unit for play in the tournament for the duration if the identifier is determined to be authentic, wherein the enabling of the first gaming unit comprises loading gaming software to the first gaming unit in order to configure the first gaming unit for playing in the tournament;
- receiving a tournament score of the player;
- determining a winning player of the tournament, if any; and
- if the winning player of the tournament is determined, generating data indicative of a value payout to be awarded to the winning player.